

SKIMA PERMARKAHAN			
INFORMATION AND COMMUNICATION TECHNOLOGY (3765/1)			
Question No	Section A		MARKS
1	(i)	A	1
	(ii)	E	2
2	Authentication		3
3	A		4
4	(i)	True	5
	(ii)	False	6
5	C		7
6	D		8
7	(i)	Utility program	9
	(ii)	Email	10
8	(i)	P	11
	(ii)	R	12
9	(i)	True	13
	(ii)	False	14
10	B		15
11	(i)	R	16
	(ii)	S	17
12	Star Topology		18
13	B		19
14	C		20
15	False		21
16	False		22
17	(i)	Design	23
	(ii)	Testing	24
18	(i)	A	25
	(ii)	C	26
19	(i)	False	27
	(ii)	False	28
20	Interpreter		29
21	String		30
22	C		31
23	B		32
24	(i)	B	33
	(ii)	D	34
	(iii)	A	35
25	Foreign Key		36
TOTAL MARK			

**SECTION B & C**

No	Scheme	Mark								
26 (a)	<p>i. Copyright Act 2000 Taking or using any form of other people's work such as running off on song, film, quotation, graphics material or text.</p> <p>ii. Patent Act 1983 Initiating any forms other people's work such as product form, brand and product pattern.</p>	<p>1M</p> <p>1M</p>								
(b)	<p>i. Firewall A Firewall can be hardware or software in a network environment. It's located at a network gateway server that protects the resources of a private network from users of other networks.</p> <p>ii. Invasion Detection System (IDS) Generally detects manipulation that is unwanted to system. That manipulation could be attacked by malicious hacker that is skilleful, or only script child which uses automatic programme.</p> <p>iii. Anti-virus Software Is a computer program that tries to identify, prevents and wipe out computer viruses and malicious software (malware)</p> <p>iv. Encryption Applied to protect consumer's message from others. There are many ways that can be used such as changing position character, replacing character, or removing character from message. These ways need to be combined to make that encryption safer, namely hard to be cracked.</p>	<p>State ( 1M) Explain ( 2M )</p> <p>Total ( 4M)</p>								
27 (a)	LAN, WAN	2M								
(b)	<table border="1" data-bbox="389 1581 1031 1809"> <thead> <tr> <th data-bbox="389 1581 711 1615">LAN</th> <th data-bbox="711 1581 1031 1615">WAN</th> </tr> </thead> <tbody> <tr> <td data-bbox="389 1615 711 1675">Faster in data transfer rate</td> <td data-bbox="711 1615 1031 1675">Slower in data transfer rate</td> </tr> <tr> <td data-bbox="389 1675 711 1765">Use twisted pair for transmission media</td> <td data-bbox="711 1675 1031 1765">Use optical fibre, radio wave and satellite for transmission media</td> </tr> <tr> <td data-bbox="389 1765 711 1809">Small in network size</td> <td data-bbox="711 1765 1031 1809">Large in network size</td> </tr> </tbody> </table>	LAN	WAN	Faster in data transfer rate	Slower in data transfer rate	Use twisted pair for transmission media	Use optical fibre, radio wave and satellite for transmission media	Small in network size	Large in network size	<p>2M</p> <p>Total ( 4M)</p>
LAN	WAN									
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<p>28 (a) (i)</p> <p>(ii)</p> <p>(b)</p>	<p>Non Linear</p> <p>Linear</p> <table border="1" data-bbox="391 369 1093 616"> <thead> <tr> <th data-bbox="391 369 742 403">Non Linear</th> <th data-bbox="742 369 1093 403">Linear</th> </tr> </thead> <tbody> <tr> <td data-bbox="391 403 742 492">Users apply two-way multimedia communication</td> <td data-bbox="742 403 1093 492">Users apply passive multimedia communication only one way</td> </tr> <tr> <td data-bbox="391 492 742 616">Users who apply this multimedia can control or interact with he multimedia content.</td> <td data-bbox="742 492 1093 616">Users who apply this multimedia cannot control or interact with the multimedia content</td> </tr> </tbody> </table> <p>Total ( 4M)</p>	Non Linear	Linear	Users apply two-way multimedia communication	Users apply passive multimedia communication only one way	Users who apply this multimedia can control or interact with he multimedia content.	Users who apply this multimedia cannot control or interact with the multimedia content	<p>1M</p> <p>1M</p> <p>2M</p> <p>Total ( 4M)</p>
Non Linear	Linear							
Users apply two-way multimedia communication	Users apply passive multimedia communication only one way							
Users who apply this multimedia can control or interact with he multimedia content.	Users who apply this multimedia cannot control or interact with the multimedia content							
<p>29 (a)</p> <p>(b)</p> <p>(c)</p>	<p>A application software that used combination between web browser and internet technology also used HTTPS as its primary communications protocol. User can manage data, check application details, transfer fund and so on without times border and pleaces.</p> <p>SPM student who failed to be place in IPTA and IPTS and would like to continue their studies in Form 6 can make checking through the website without time and place boundaries.</p> <p>JavaServer Pages (JSP) / Dynamic HTML (DHTML) / Active Server Pages (ASP) / Hypertext Preprocessor File (PHP)</p>	<p>2M</p> <p>1M</p> <p>1M</p> <p>Total ( 4M )</p>						
<p>30 (a)</p> <p>(b)</p>	<p>X = Testing and Debugging Phase</p> <ul style="list-style-type: none"> <li>• The purpose of this phase is to ensure the program runs correctly and error-free</li> <li>• There are 3 types of errors uncovered during this phase <ul style="list-style-type: none"> <li>a. Syntax errors</li> <li>b. Logic errors</li> <li>c. Run-time errors</li> </ul> </li> <li>• Debugging is the process of locating and correcting of syntax and logic errors in a program</li> </ul> <p>a. Top-down design model</p> <p>b. Pseudo code</p> <p>c. Flow chart</p>	<p>State Phase 1M</p> <p>Explanation 1M</p> <p>Any two 2M</p> <p>Total ( 4M )</p>						

<p>31 (a)</p> <p>(i)</p> <p>(ii)</p> <p>(b)</p>	<p>Peer-to-peer</p> <ul style="list-style-type: none"> <li>• Both computers have equal capability.</li> <li>• Cheaper cabling cost.</li> <li>• No server is needed</li> <li>• Does not require hub(switch)</li> </ul> <p>(Any related answers can be accepted)</p> <ul style="list-style-type: none"> <li>• Capability to access other computers within the network.</li> <li>• To provide shared access to internet communication.</li> <li>• To provide shared access to hardware such as printer.</li> <li>• To provide shared access to software.</li> <li>• To provide shared access to data.</li> </ul> <p>(Any related answers can be accepted)</p>	<p>1M</p> <p>2M</p> <p>4M</p> <p>Total ( 7M )</p>
<p>32 (a)</p> <p>(i)</p> <p>(ii)</p> <p>(b)</p> <p>(c)</p>	<p>Any One: Text / Audio / Video / Graphic / Animation</p> <p>Webmaster</p> <p>Form : Non-Linear Multimedia</p> <p>Justification:</p> <ul style="list-style-type: none"> <li>• Users can interact with multimedia content</li> <li>• Allows users to control overall sequence of multimedia content by using navigation and link buttons.</li> </ul> <p>Examples of authoring software CoffeeCup HTML Editor, Macromedia Dreamweaver, Microsoft FrontPage dan Adobe GoLive.</p> <p>Justification</p> <ul style="list-style-type: none"> <li>• A website could be constructed easily and quickly.</li> <li>• Website developers do not need any knowledge regarding HTML language. This is because HTML codes used by computers will be automating produced by this language.</li> </ul>	<p>1M</p> <p>1M</p> <p>1M</p> <p>2M</p> <p>1M</p> <p>1M</p> <p>Total ( 7M )</p>
<p>33(a)</p>	<p>L = Operating System / OS</p> <p>Function of L</p> <ol style="list-style-type: none"> <li>i. Provides the users interface – Controls how the user enters the data and instructions and how the information is displayed</li> <li>ii. To manage data and program - When we start an application the CPU loads the application from the storage to the memory. Multi-tasking OS enables more than one application to run in the same time.</li> <li>iii. Managing memory such as optimizing the use of random access memory (RAM), allocating data and instruction to area of memory while being processed, monitoring the contents of memory and releasing data and instructions from</li> </ol>	<p>1M</p> <p>2M</p>

being monitored in memory when the process is done.  
 iv. Handling input and output – enabling communications with input and output devices.

M = RAM, N = ROM

(b)

Differences between M and N

	M/N (RAM)	N/M (ROM)
Data and program	Stores during and after processing	Stored by manufactures
Content	Stores information temporarily	Stores instructions (information) permanently
Processing time	Very fast, but uses a lot of power	Fast, but uses very little power
Volatility	Volatile	Non volatile

1M, 1M

2M

Total ( 7M )